

CLAIMS

1. A game system comprising a stationary game execution apparatus,
a mobile game execution apparatus and a monitor, each of the game
5 execution apparatuses executing a game in accordance with a game
program,

the stationary game execution apparatus including:

an obtaining unit operable to obtain the game program
and general image data, the game program indicating a game procedure,
10 and the general image data being for display in accordance with
progression of the game;

a write unit operable to write the obtained game program
to a portable recording medium;

a generation unit operable to generate stationary image
15 data and portable image data from the obtained general data, the
stationary image data being suitable for display by the stationary
game execution apparatus, and the portable image data being suitable
for display by the portable game apparatus;

a transmission unit operable to transmit the generated
20 portable image data over a network;

an input unit operable to receive an input operation
from a user; and

an execution unit operable to execute, based on the
received input operation, the game, in accordance with the procedure
25 indicated by the obtained game program, and generate, in accordance
with progression of the game, a stationary display image from the
generated stationary image data, and output the generated stationary
display image,

the monitor displaying the output stationary display image,
and

the portable game apparatus including:

a read unit operable to read the game program from the
5 portable recording medium;

a reception unit operable to receive the portable image
data over the network;

an input unit operable to receive an input operation
from the user;

10 an execution unit operable to execute, based on the
received input operation, the game, in accordance with the procedure
indicated by the read game program, and generate, in accordance with
progression of the game, a portable display image from the received
portable image data; and

15 a display unit operable to display the generated portable
display image.

2. The game system of Claim 1, further comprising a distribution
server, the distribution server, including:

20 a storage unit operable to store the game program;
a read unit operable to read the game program from the
storage unit; and

a transmission unit operable to transmit the read game
program securely over the network, and

25 the mobile game execution apparatus further including:

a reception unit operable to receive the game program
over the network; and

a write unit operable to write the received game program

to the portable recording medium,

wherein, instead of the stationary game execution apparatus writing the game program to the portable recording medium, the mobile game execution apparatus writes the received game program to the portable recording medium.

3. A stationary game execution apparatus that executes a game in accordance with a game program, comprising:

an obtaining unit operable to obtain the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game;

a write unit operable to write the obtained game program to a portable recording medium;

a generation unit operable to generate stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

a transmission unit operable to transmit the generated portable image data over a network;

an input unit operable to receive an input operation from a user; and

an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the obtained game program, and generate, in accordance with progression of the game, a stationary display image from the generated stationary image data, and output the generated stationary display

image to a monitor.

4. The stationary game execution apparatus of Claim 3, wherein
the game program and the general image data are stored on a
5 recording medium, and

the obtaining unit obtains the game program and the general
image data by reading the game program and the general image data
from the recording medium.

10 5. The stationary game execution apparatus of Claim 3, wherein
a distribution server apparatus stores therein the game program
and the general image data, and reads the game program and transmits
the read game program over the network, and

the obtaining unit obtains the game program and the general
15 image data by receiving the game program and the image data from
the distribution server apparatus over the network.

6. The stationary game execution apparatus of Claim 3, wherein
the generation unit transmits the portable image data securely
20 over the network.

7. The stationary game execution apparatus of Claim 6, wherein
the generation unit generates, from the general image data,
a portable image suitable for display by the portable game execution
25 apparatus, and encrypts the generated portable image, thereby
generating portable image data.

8. The stationary game execution apparatus of Claim 7, wherein

the generation unit generates a distribution key, and uses the generated distribution key in encryption of the portable image, and

the write unit further writes the generated distribution key
5 to the portable recording medium.

9. The stationary game execution apparatus of Claim 3, wherein the input unit further receives a stop instruction indicating stopping of the game at a point part way through,

10 the execution unit generates state data indicating a state of progression of the game at the point at which the stop operation was received, and

the write unit further writes the generated state information to the portable recording medium.

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10. The stationary game execution apparatus of Claim 3, further comprising:

a storage unit operable to store address information indicating a connection location of the stationary game execution apparatus
20 on the network,

wherein the write unit further reads the address information, and writes the address information to the portable recording medium.

11. A portable game execution apparatus that executes a game in
25 accordance with a game program,

wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance

with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network,

the portable game execution apparatus comprising:

a read unit operable to read the game program from the portable recording medium;

a reception unit operable to receive the portable image data over the network;

an input unit operable to receive an input operation from the user;

an execution unit operable to execute, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generate, in accordance with progression of the game, a portable display image from the received portable image data; and

a display unit operable to display the generated portable display image.

12. The portable game execution apparatus of Claim 11, wherein

the reception unit securely receives the portable image data over the network.

13. The portable game execution apparatus of Claim 12, wherein

the stationary game execution apparatus generates, from the

general image data, a portable image suitable for display by the portable game execution apparatus, and encrypts the generated portable image, thereby generating portable image data, and

the execution unit decrypts the received portable image data, thereby generating a portable image, and generates a portable display image from the generated portable image.

14. The portable game execution apparatus of Claim 13, wherein the portable recording medium further stores a distribution key used in the encryption of the portable image, and

the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

15. The portable game execution apparatus of Claim 13, wherein the stationary game execution apparatus generates a distribution key, generates, from the general image data, a portable image suitable for display by the portable game execution apparatus, encrypts the generated portable image with use of the generated distribution key, thereby generating portable image data, and transmits the portable image data over the network,

the distribution server apparatus generates a distribution key that is identical to the distribution key generated by the stationary game execution apparatus, and transmits the generated distribution key over the network,

the reception unit further receives the distribution key from the distribution server apparatus over the network, and writes the received distribution key to the portable recording medium, and

the execution unit further reads the distribution key from the portable recording medium, and decrypts the received portable image data with use of the read distribution key.

- 5 16. The portable game execution apparatus of Claim 11, wherein the portable recording medium further stores state data indicating a state of progression of the game at a point at which the game was stopped part way through, and

the execution unit further reads the state data from the portable
10 recording medium, and resumes the game from the point at which the game was stopped, with use of the read state data.

17. The portable game execution apparatus of Claim 11, wherein the portable recording medium further stores address
15 information indicating a connection location of the stationary game execution apparatus on the network, and

the reception unit reads the address information from the portable recording medium, and receives the portable image data from the stationary game execution apparatus shown by the connection
20 location on the network indicated by the read address information.

18. The portable game execution apparatus of Claim 11, wherein the distribution server apparatus stores the game program therein, and reads the game program and transmits the read game program
25 over the network,

instead of the stationary game execution apparatus writing the game program to the portable recording medium, the reception unit further receives the game program over the network, and writes

the received game program to the recording medium, and

the read unit reads the game program that has been written to the portable recording medium by the reception unit, from the portable recording medium.

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19. A game execution method used in a stationary game execution apparatus that executes a game in accordance with a game program, the game execution method comprising:

an obtaining step of obtaining the game program and general
10 image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game;

a write step of writing the obtained game program to a portable recording medium;

15 a generation step of generating stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

20 a transmission step of transmitting the generated portable image data over a network;

an input step of receiving an input operation from a user;
and

an execution step of executing, based on the received input
25 operation, the game, in accordance with the procedure indicated by the obtained game program, and generating, in accordance with progression of the game, a stationary display image from the generated stationary image data, and outputting the generated stationary display

image to a monitor.

20. A game execution program used in a stationary game execution apparatus that executes a game in accordance with a game program,

5 the game execution program comprising:

an obtaining step of obtaining the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game;

10 a write step of writing the obtained game program to a portable recording medium;

a generation step of generating stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus;

a transmission step of transmitting the generated portable image data over a network;

an input step of receiving an input operation from a user;

20 and

an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the obtained game program, and generating, in accordance with progression of the game, a stationary display image from the generated stationary image data, and outputting the generated stationary display image to a monitor.

21. The game execution program of Claim 20, stored on a computer

readable recording medium.

22. A game execution method used in a portable game execution apparatus that executes a game in accordance with a game program,

5 wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and
10 portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network,

15 the game execution method comprising:

 a read step of reading the game program from the portable recording medium;

 a reception step of receiving the portable image data over the network;

20 an input step of receiving an input operation from the user;

 an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generating, in accordance with progression of the game, a portable display image from the received portable

25 image data; and

 a display step of displaying the generated mobile image.

23. A game execution program used in a portable game execution apparatus

that executes a game in accordance with a game program,

wherein a stationary game execution apparatus obtains the game program and general image data, the game program indicating a game procedure, and the general image data being for display in accordance with progression of the game, writes the obtained game program to a portable recording medium, generates stationary image data and portable image data from the obtained general data, the stationary image data being suitable for display by the stationary game execution apparatus, and the portable image data being suitable for display by the portable game apparatus, and transmits the generated portable image data over a network,

the game execution program comprising:

a read step of reading the game program from the portable recording medium;

a reception step of receiving the portable image data over the network;

an input step of receiving an input operation from the user;

an execution step of executing, based on the received input operation, the game, in accordance with the procedure indicated by the read game program, and generating, in accordance with progression of the game, a portable display image from the received portable image data; and

a display step of displaying the generated mobile image.

24. The game execution program of Claim 23, stored on a computer readable recording medium.